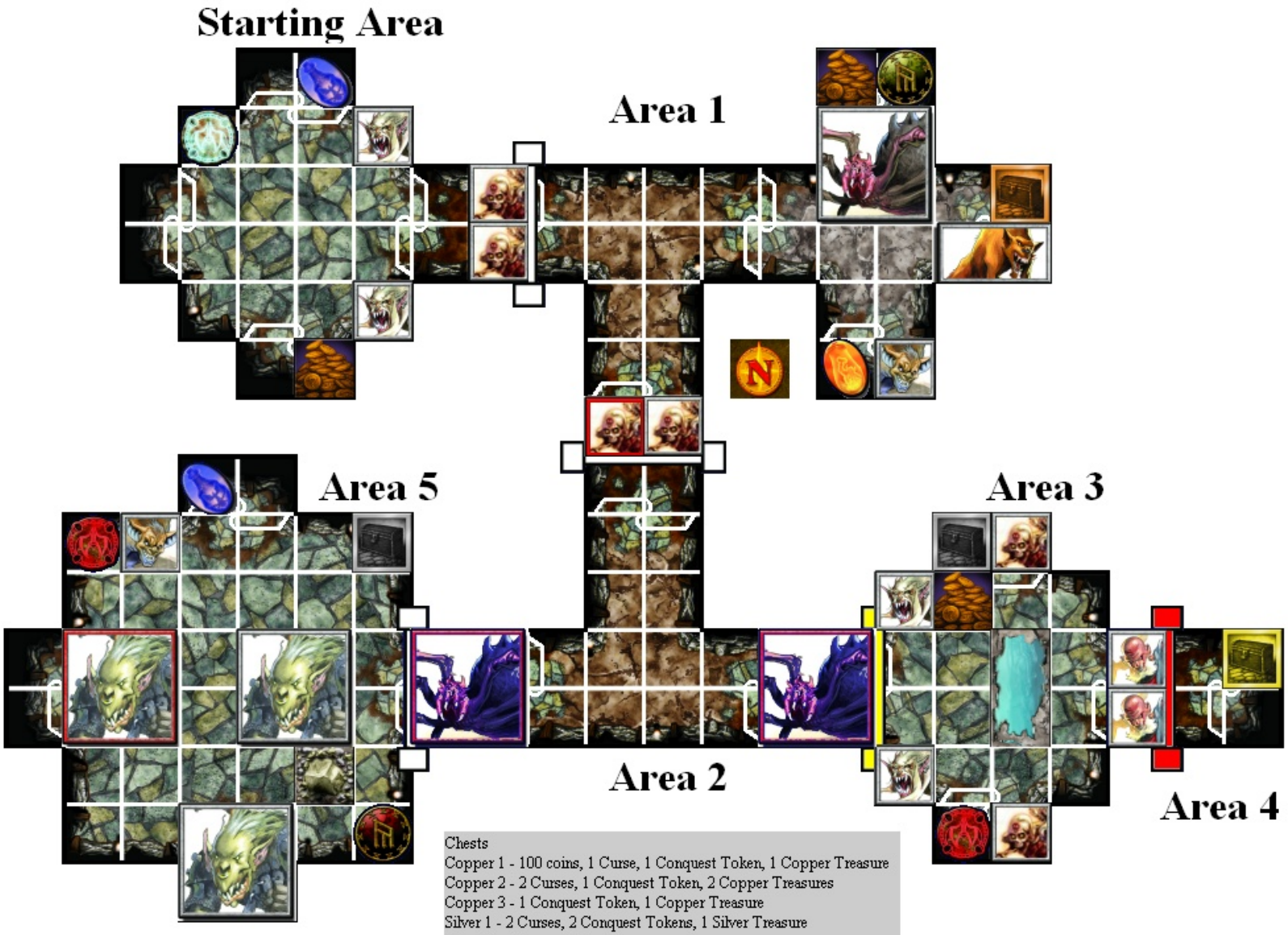
# Proving Ground




Chests
Copper 1 - 100 coins, 1 Curse, 1 Conquest Token, 1 Copper Treasure
Copper 2 - 2 Curses, 1 Conquest Token, 2 Copper Treasures
Copper 3 - 1 Conquest Token, 1 Copper Treasure
Silver 1 - 2 Curses, 2 Conquest Tokens, 1 Silver Treasure
Silver 2 - 1 Curse, 2 Silver Treasures
Silver 3 - 1 Conquest Token, 1 Silver Treasure
Gold 1 - 1 Curse, 2 Conquest Tokens, 1 Gold Treasure
Gold 2 - 2 Curses, 3 Conquest Tokens, 1 Gold Treasure

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# Proving Ground

By Brian Modreski

## Quest Background

A series of plundered caravans has made the merchants guild furious, but until now no one has been willing to challenge the bandits, as its well known that a band of ogres led by Urguk the Vicious leads them. But, if you are to prove yourselves to the guilds and to those in the realm who would seek brave adventurers, this is the perfect task for you begin with.

## Quest Goals

Your goal is to enter the bandits lair and defeat Urguk. According to rumors, Urguk keeps his treasures in a locked chamber, and has a special vault for his most powerful items. If you can find those items to use against him, or reactivate some of the ancient glyphs of transport, all the better.
You begin with 5 Conquest tokens. If you run out of Conquest tokens, the ogres have defeated you!

## Starting Area

You found the ogres lair easily enough, but there are too many sentries to sneak into the place. Nothing to do but launch the attack!

## Area 1

The halls are swarming with the pets and gaurds of the ogres.

## Area 2

From the foul smells and sounds of loud, rough voices coming from the west door, you would guess the ogres lair must lie in that direction.

## Area 3

This must be Urguk's treasure room; decorated with both trophies and piles of loot from the fallen. A massive iron door on the east wall must conceal his vault.

## Area 4

The vault contains many battered trinkets that the beastmen and ogres must find amusing; but there is a single, sturdy looking chest.

## Area 5

This foul smelling den seems to be Urguk's lair. He and the other ogres look up from the bones they are chewing on, and smile evilly. "Trespassers!", Urguk chortles. "What fun - we could use some sport!"

The Master Ogre is Urguk. He has an extra 5 wounds. The heroes receive 2 Conquest tokens for killing Urguk.

If the Heroes defeat Ugruk, read the following:

The vicious ogre leader is slain! With his defeat, his band of raiders will be broken, and the caravans can travel safely once again.

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